

Appl. No. : 09/688,775
Filed : October 16, 2000

IN THE CLAIMS:

Please cancel Claims 1-23.

Please add the following new claims:

Sub C1 24. (New)

A method of utilizing a voucher to play at least one game at a gaming machine comprising the steps of:

generating data regarding a voucher to be printed, said data including a value representative of a number of credits usable at a gaming machine;

creating a data record regarding said voucher;

storing said data record at a host remote from said gaming machine;

issuing said voucher at a location remote from said gaming machine and said host;

accepting said voucher at said gaming machine;

transmitting information from said gaming machine to said host regarding the identity of said voucher;

comparing at said host said transmitted information and said data in said data record to verify said voucher;

if said voucher is verified, crediting the number of credits which the voucher represents for use at said gaming machine; *for code*

accepting one or more of said credits as a wager for play of a game presented by said gaming machine; *for one w*

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debiting a number of credits from said credited number of credits based upon the number of credits used to place said wager; and
presenting a game upon placing of said wager.

25. (New)

The method in accordance with Claim 24 including the step of awarding said voucher to a user independent of said user paying value to receive said voucher.

26. (New)

The method in accordance with Claim 24 including the step of storing information regarding the prior use of said voucher once said voucher is verified, preventing said voucher from being verified for use at a later time.

27. (New)

The method in accordance with Claim 24 wherein said voucher has no value independent of said associated number of credits usable to play said gaming machine.

28. (New)

The method in accordance with Claim 24 wherein the outcome of said game is determined independent from the voucher presented.

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29. (New)

A gaming system in which a voucher may be used comprising:

at least one gaming machine;

at least one voucher generating station remote from said at least one gaming machine;

at least one host remote from said at least one gaming machine and at least one host;

one or more communication links permitting information to be transmitted between said at least one gaming machine and said at least one host and between said at least one voucher generating station and said at least one host;

said at least one voucher generating station configured to generate information regarding said voucher and transmit said information to said host and to generate said voucher by printing said voucher;

said at least one host configured to store information regarding said voucher, including at least a portion of said information regarding said voucher transmitted from said voucher generating station; and

said gaming machine configured to accept said voucher, transmit information from said voucher to said host for comparison to said stored information to verify said voucher and to provide a number of credits which said voucher represents for use by said player if said voucher is verified and to accept one or more of said credits as a wager and to present a game to said player upon said player's placing a wager.

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30. (New)

The gaming system in accordance with Claim 29 wherein said gaming machine is configured to present said game having an outcome which is independent of said accepted voucher.

31. (New)

The gaming system in accordance with Claim 29 wherein said gaming machine is configured to reduce said number of credits based upon said wager.

32. (New)

The gaming system in accordance with Claim 29 wherein said voucher has no value independent of said associated credits.